

# GAME DEVICE, SIMULATION APPARATUS AND GAME IMAGE DISPLAY METHOD

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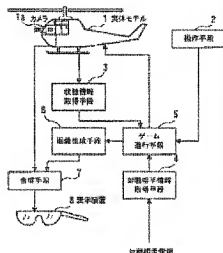
- European:

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Abstract of JP 11309269 (A)

PROBLEM TO BE SOLVED: To enjoy a game with more sense of actuality. SOLUTION: An actual model 1 can be removed and a camera 1a is mounted thereon. A game proceeding means 5 proceeds a game corresponding to a state information of the actual model 1 received from a state information obtaining means 3, a state information of a competitor received from competitor information obtaining means 4, and input signals from a control means 2. An action command is output to the actual model 1 corresponding to a proceeding state of the game, and an imaging command to an imaging means 6 is output. The imaging means 6 produces images according to the imaging command. A composition means 7 composes a picture taken from the camera 1a and a picture produced by the imaging means 6 to output to a display device 8. The display device 8 shows the picture produced by the imaging means 6.



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